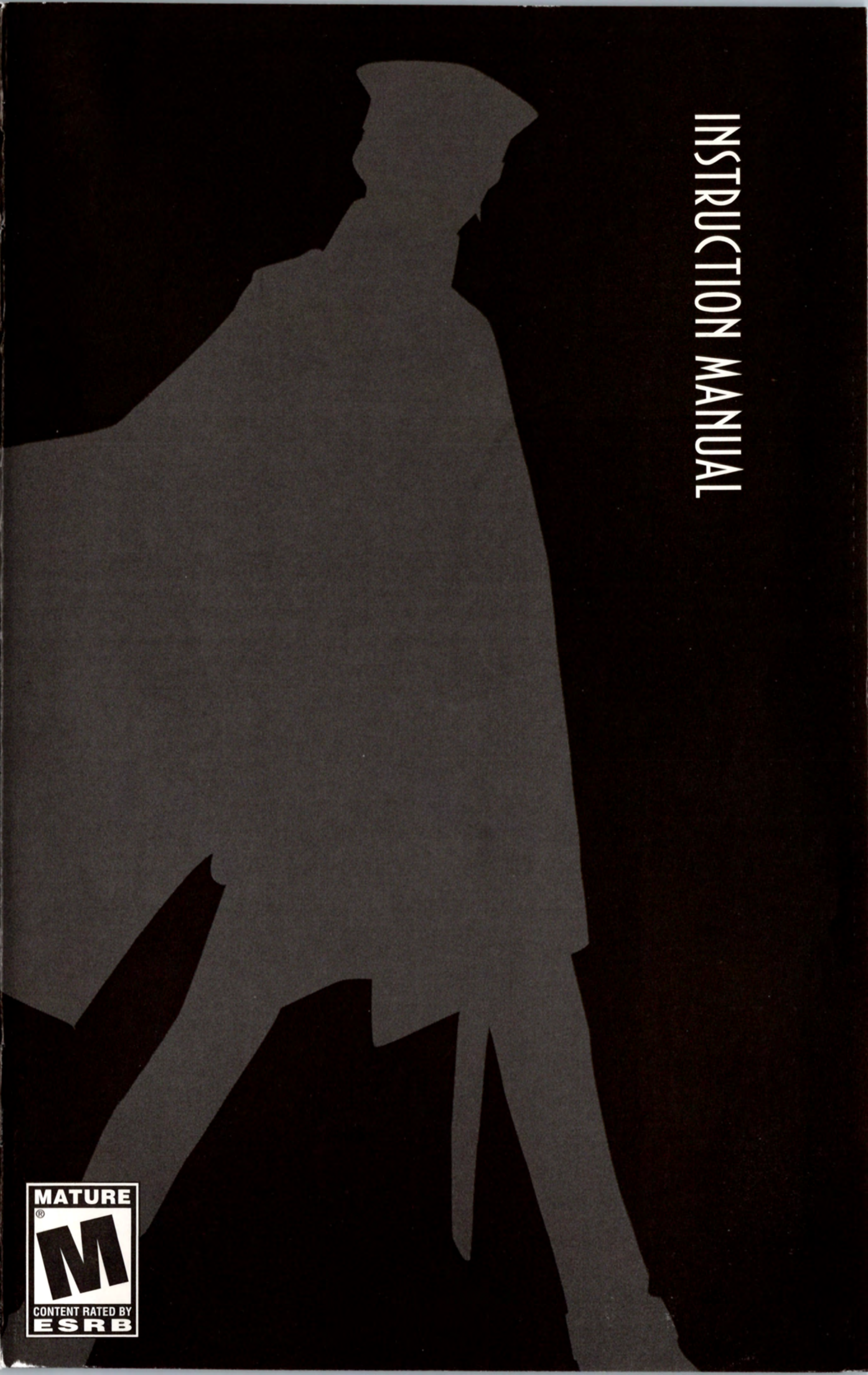
INSTRUCTION MANUAL



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SHIN MEGAMI TENSEI

Devil Summoner

RAIDOU KUZUNOHA VS THE SOULLESS ARMY

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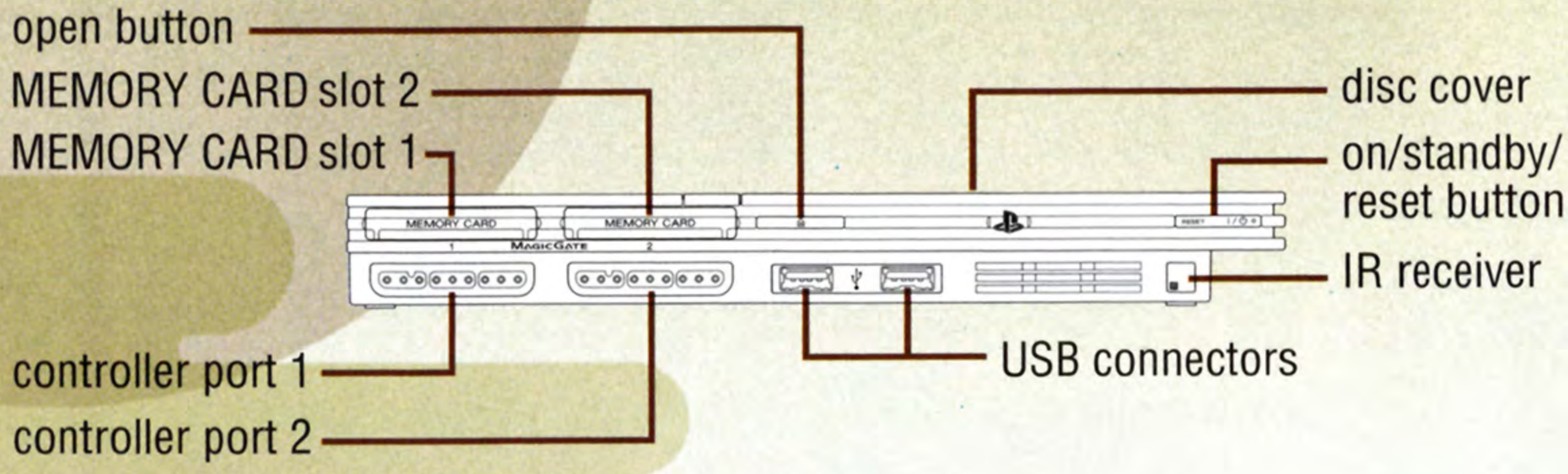
DEVIL SUMMONER TAKES PLACE IN JAPAN DURING THE WEST'S ROARING 20'S. PLACE YOURSELF PROPERLY IN THAT DECADENT DECADE AND CONSIDER THIS MEATY MANUAL'S PRECIOUS PULP REQUIRED READING BEFORE YOU SET OFF FOR ADVENTURE.

Getting Started



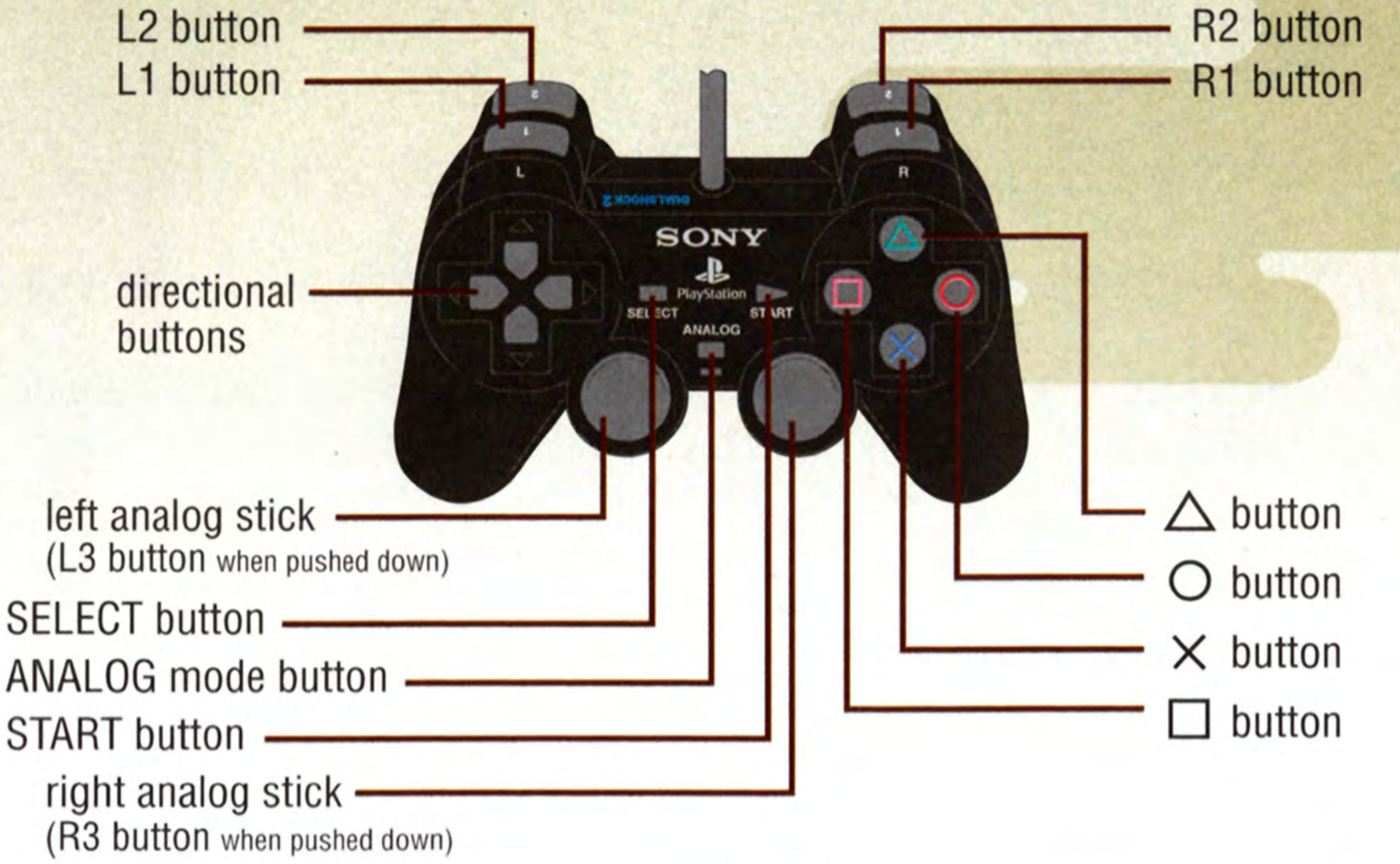
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the DEVIL SUMMONER™ disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



- This game is compatible only with the DUALSHOCK®2 analog controller. There is no guarantee that any controller other than the DUALSHOCK®2 analog controller will work properly.
- The mode indicator will always be red (analog mode).
- You can turn the vibration function ON/OFF from "Option" in the "Menu" (p. 18).

Field Controls

left analog stick/directional buttons	Move character/Navigate menus
⊗ button	Action Window commands/Confirm menu choices
△ button	Open the map
○ button	Cancel
□ button	Open the Main Menu
L1 button	Use a demon's investigation skill (only when a demon is summoned)
R1 button	Open the Investigation Menu

Battle Controls

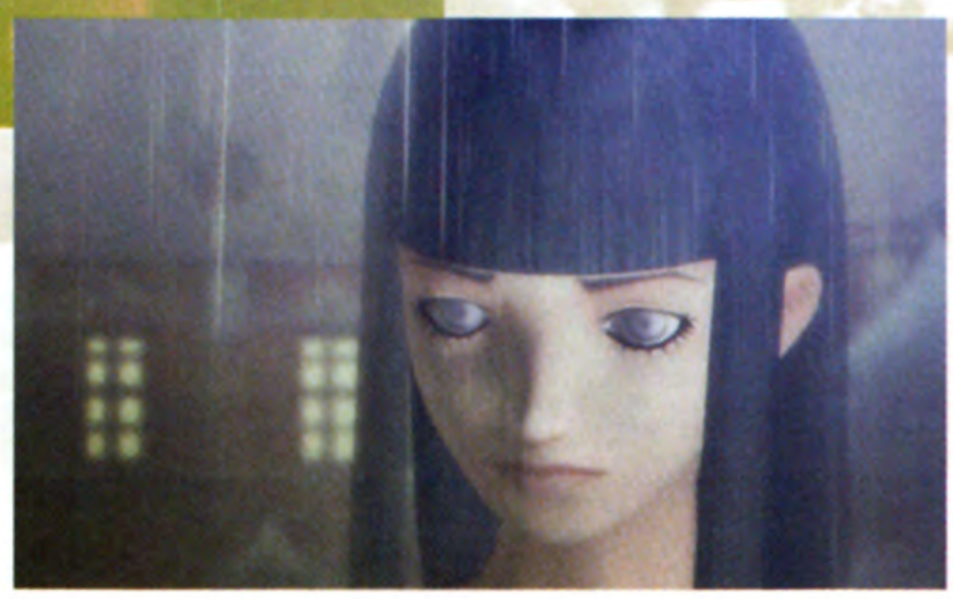
left analog stick/ directional buttons	Move character/Navigate menus
○ button	Art of Confinement/Cancel
⊗ button	Guard/Confirm menu choices
△ button	Gun attacks
□ button	Sword attacks
L1 button	Hold down to draw demon toward Raidou
R1 button	Open the Battle Menu
START button	Pause/Resume game
SELECT button	Easy Map ON/OFF

If you've seen one menu, you've seen 'em all: use the directional buttons/left analog stick to navigate the menus, the ⊗ button to confirm choices, and the ○ button to cancel. For the skinny on Gun and Sword attacks and fancy footwork in battle, see page 26.

The Capital

By the Japanese calendar, it's Taisho year 20, and the tension between the ancient ways and modern technology is tighter than a noose. The stage is set for a hard-luck detective and his young assistant to meet a dame with a shocker of a request.

"I want you to...kill me." Before Shouhei Narumi and Raidou Kuzunoha can come up with an answer, some mysterious figures snatch the girl, and the game is afoot. What these two don't know is that a simple kidnapping is about to spark a chain of events that will shake the nation...and that the search might lead them over their heads in a deep pool of darkness.



Devil Summoner

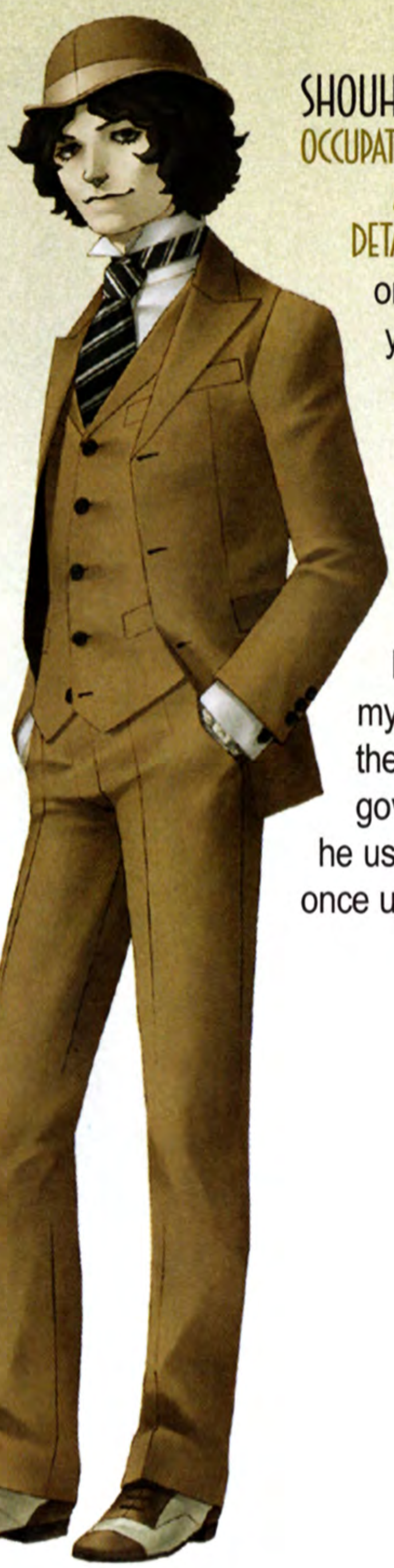
The Kuzunoha Clan and the Japanese gods go way back. The Kuzunohas made a name for themselves in ancient times, when four up-and-coming Devil Summoners showed Yatagarasu's enemies the door. Ever since, the names of the Four Devil Summoners have been handed down as honorary titles in the Kuzunoha clan, and the best of 'em was Raidou. If anyone can get to the bottom of this kidnapping, it's the newly-appointed Raidou Kuzunoha the 14th.

RAIDOU KUZUNOHA THE 14TH

OCCUPATION: Devil Summoner, junior detective

AGE: Late teens

DETAILS: On the surface, he's a student of Yumizuki High School working part-time at the Narumi Detective Agency. Don't let his looks fool you: he's really the latest Devil Summoner to bear the name "Raidou Kuzunoha." He slings a sword and packs a pistol to protect the Capital, but his real weapons are the demons tucked away in those tubes beneath his cape. His duties at the agency involve legwork around the Capital and doing the muscle work as a Devil Summoner. Raidou's thick as thieves with Gouto, a cat who offers equal parts advice and sarcasm. Gouto would never steer Raidou wrong, but the feline's past remains a mystery.



SHOUHEI NARUMI

SHOUHEI NARUMI

OCCUPATION: Chief of the Narumi Detective Agency
AGE: Early 30s
DETAILS: Operates the Narumi Detective Agency, the one outfit you can turn to when the impossible is all you've got left. Raidou's boss isn't the type to do himself what he can fob off on someone else, and his favorite cases are the ones with little effort and a big payoff. Still, Narumi's not so bad once you get to know him: he's got a kind streak in him a mile wide and won't stand by while the big fish prey on the little guy. He may be down on his luck right now, but his mysterious contacts with the military and the government hint that he used to be somebody, once upon a time.

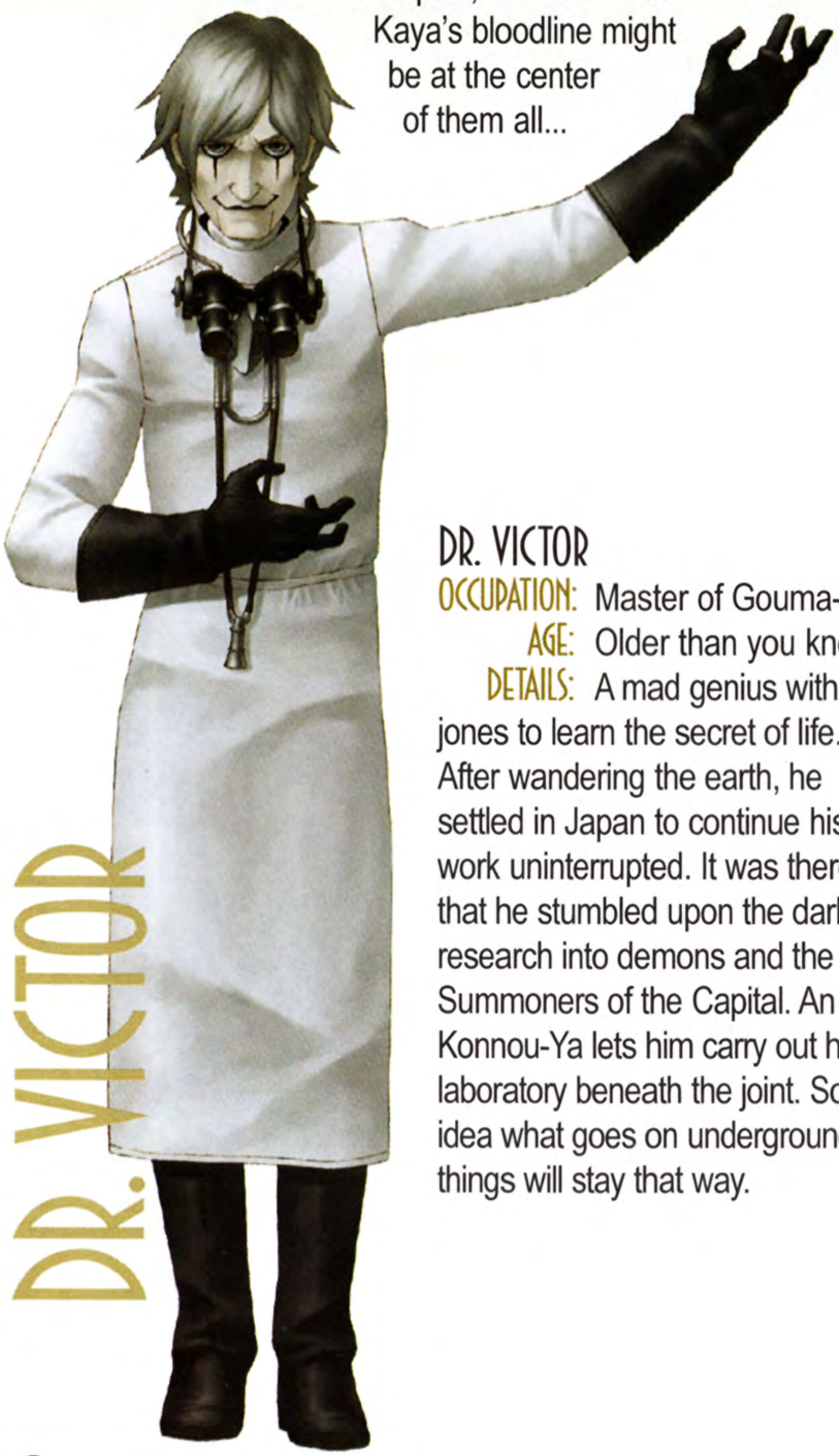
TAE ASAKURA

TAE ASAKURA

OCCUPATION: Reporter for the Capital Daily
AGE: Early 20's
DETAILS: An ace reporter for the Capital Daily, Tae works to improve women's lot in life around the Capital. Her pen name, "Kichou," comes from Tae's admiration for the feminist crusader Raichou Hiratsuka. Tae works hard to prove she's twice the reporter any of the males could be; she does her own legwork, unlike the boys' club and their hired stringers. Don't let the crusade fool you, though: far from being a hard-nosed zealot, Tae could charm the stripes off a zebra.

KAYA DAIDOUJI

OCCUPATION: Freshman at Ouran High School
AGE: 15, going on 16
DETAILS: Though Kaya was born and raised as a member of the upper crust, she gets along with her classmates like a house on fire, and the family servants treat her like one of their own. Behind Kaya's schoolgirl eyes, dark family secrets threaten to overshadow her sunny disposition; at wits' end, she contacts the Narumi Detective Agency. There are a lot of strange things going on in the Capital, and little miss Kaya's bloodline might be at the center of them all...

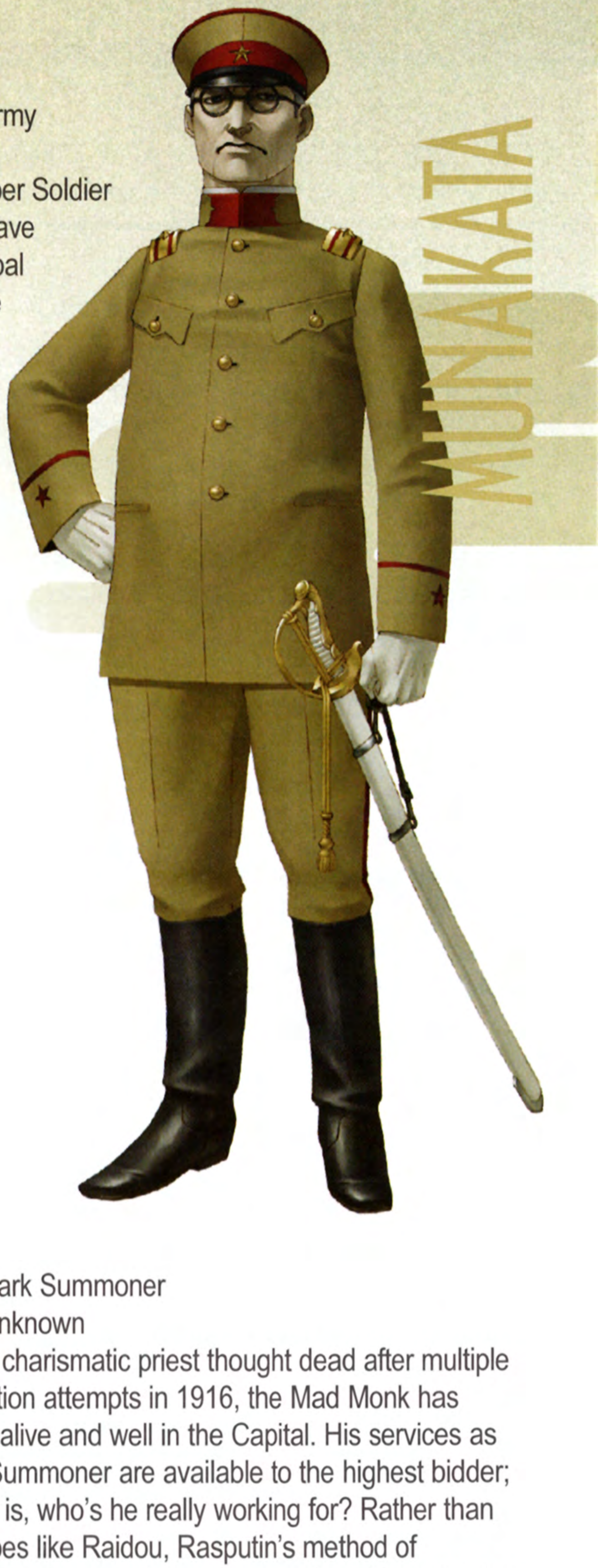


DR. VICTOR

OCCUPATION: Master of Gouma-Den
AGE: Older than you know
DETAILS: A mad genius with a jones to learn the secret of life. After wandering the earth, he settled in Japan to continue his work uninterrupted. It was there that he stumbled upon the dark art of Devil Fusion. His research into demons and the secret of life supports the Devil Summoners of the Capital. An arrangement with the owner of Konnou-Ya lets him carry out his work on the sly in a basement laboratory beneath the joint. So far, his new landlord has no idea what goes on underground, and Victor is confident that things will stay that way.

MUNAKATA

OCCUPATION: Major General of the Japanese Army
AGE: Late 40's
DETAILS: The brains behind the army's Super Soldier Project. He believes firmly that Japan must have "super weapons" to be competitive in the global arms race, and even more firmly that he's the man to make it happen. If anyone tries to say otherwise, the unstoppable Special Guard under his direct command and his extensive knowledge of the occult form two eloquent arguments in his favor.



RASPUTIN

OCCUPATION: Dark Summoner
AGE: Unknown
DETAILS: A charismatic priest thought dead after multiple assassination attempts in 1916, the Mad Monk has surfaced alive and well in the Capital. His services as a Dark Summoner are available to the highest bidder; question is, who's he really working for? Rather than using tubes like Raidou, Rasputin's method of summoning involves conjuring demons from his collection of matryoshkas, or Russian nesting dolls.

Beginning the Game

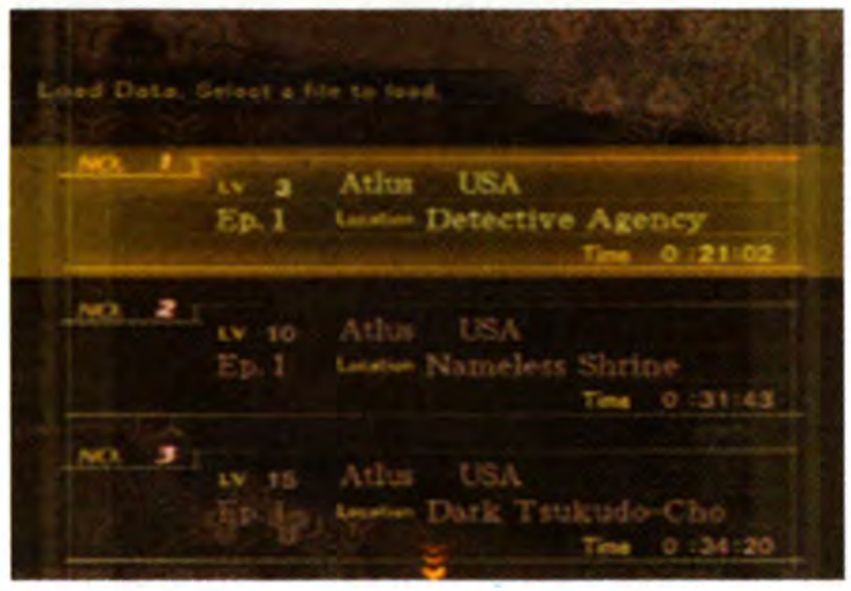
Each visit to the Title Menu is a chance to begin a new life and start over. If you've got the stones to face up to your past, you can pick up where you left off in an ongoing case.

TITLE MENU OPTIONS

Once the opening movie ends, you'll be faced with the title screen. A simple tap on any button takes you to the Title Menu, and from there, only you can decide between "Continue," "New Game," or "Vibration Settings."

Continue

If you're eager to pick up the trail again, then make sure there's a Memory Card (8MB)(for PlayStation® 2) with a save file in the MEMORY CARD slot 1, then choose "Continue" to go to the Load Menu. Press up or down on the directional buttons/left analog stick to choose which file to load, then confirm with the ⊗ button to reopen a suspended investigation.



New Game

Even the best detective makes bad calls, and for Raidou, starting all over again is just a New Game away. After the introduction movie, select a name the main character used in his life prior to becoming a Raidou. If this is your first time stepping into the Devil Summoner's shoes, brace yourself for what's in store.

Vibration Settings

Some detectives like a good rumble better than others. Press left or right on the directional buttons/left analog stick to change the vibration functions on or off depending on which way you swing.

HOW TO SAVE

If you've got somewhere better to be, head to the Narumi Detective Agency (p. 35) or a Save Point (p. 36), then choose "Check In" from the menu. When the File Menu appears, choose the file where you want to save with the directional button/left analog stick, then press the ⊗ button to confirm.

Narumi's file cabinet can get a little overstuffed, so make sure the memory card has at least 100KB of open space or you can't save. Do not insert or remove memory cards while saving or loading... nothing burns like the glare of an interrupted stenographer.

BEGINNING THE GAME

Selecting New Game will send out the game's welcome wagon. First, enter the main character's real name — he's not "Raidou Kuzunoha" yet, so don't get cute. Once he's got a moniker, your Summoner will have to prove he's got what it takes to bear that fancy new name.

STEP 1 Enter the main character's full name

Text Entry Controls

directional buttons/left analog stick	Move the cursor
R1 button	Change case
L1 button	Change case
L2 button	Edit the last name
R2 button	Edit the first name
◎ button	Cancel
⊗ button	Enter a letter
START button	Finish

STEP 2 Trial at the Kuzunoha Training Hall

It'll take more than a fancy name to go a few rounds with bloodthirsty demons. Use this opportunity to learn the basic controls (p. 2) as well as the finer points of Devil Summoning.

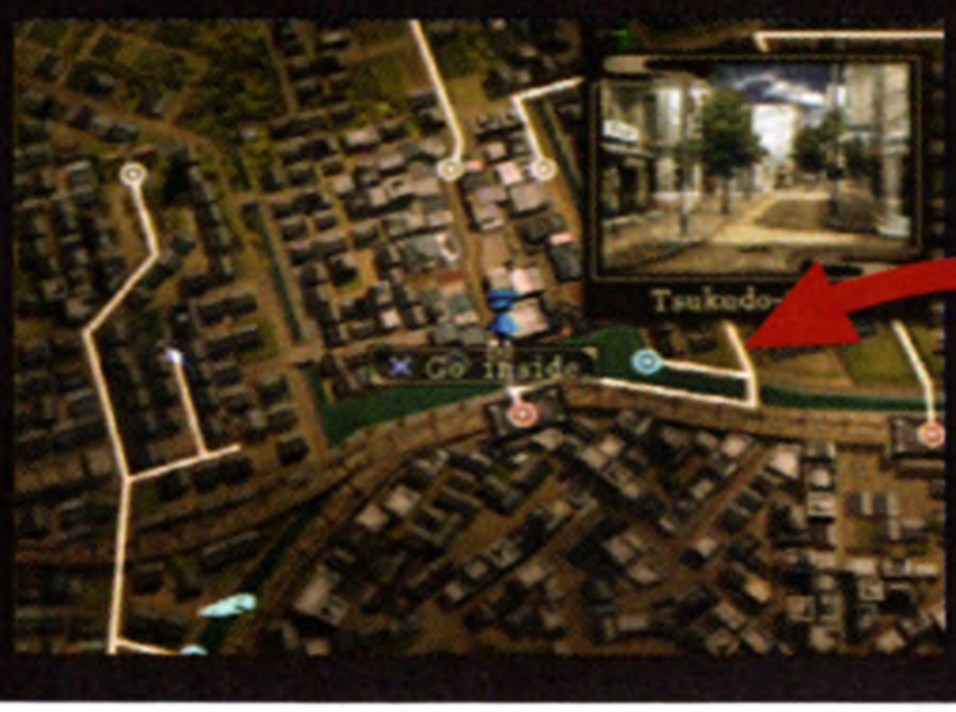
Anatomy of an Investigation

Raidou must solve his cases by scouring the City Map and the Field Maps for clues.

THE BIG PICTURE AND THE LITTLE THINGS

There are a million stories in the Capital, and only by navigating the City Map and Field Map can Raidou get to the bottom of them. Here's the lowdown on how the two maps work together.

City Map (p. 13)
Sometimes you need to look at the big picture. Move the blue icon around the city to talk to people, and don't worry about encountering enemies here.



Field Map (p. 14)
When you've reached your destination, enter its Field Map. Keep a sharp eye out for people to talk to, and keep a sharper blade out for the demons you'll fight.

Battle (p. 24)

Enemies will surprise you while walking around the Field Map, so use your sword, gun, and confined demons to give them something to think about.

Real World and Dark Realm

If the enemies in the Real World seem hard boiled, wait'll you get a load of the ones in the Dark Realm. There, you'll get into scraps with demons more often and be required to test your noggin against fiendish puzzles. If you've got an itch to visit the Dark Realm, try the "Nameless Shrine." (p. 34)

CITY MAP

If you beat it out of any of the Field Maps, the screen will switch to the City Map. To get back on the case, move your character icon to a different Field Map. Rest easy, cause you won't find any demons here — you might even meet someone with useful advice.

The Ins and Outs of the City Map

1. **Character icon** - Represents Raidou as he pounds the pavement.
2. **Entrance** - A section of the Capital's mean streets you can enter.
3. **Field Map name** - Welcome sign... or fair warning?
4. **Route** - Ways to get from point A to point B.

NAVIGATING THE CITY MAP

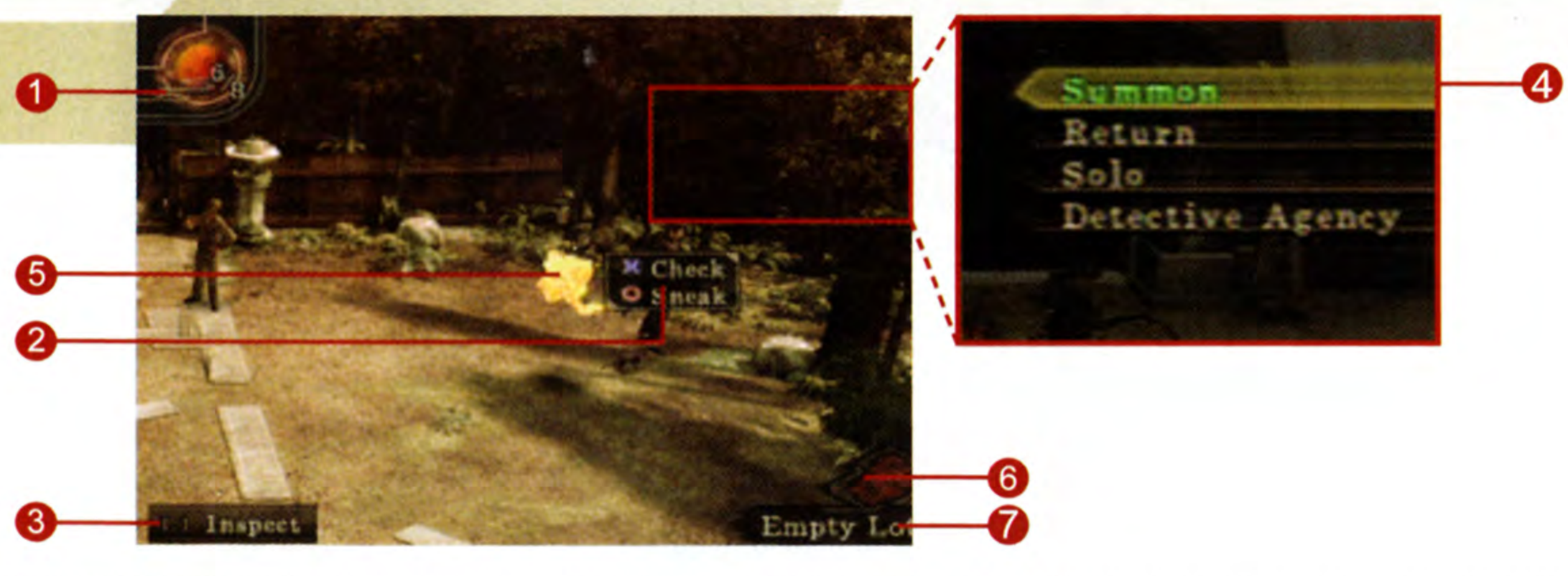
The little blue man representing Raidou can move along any route shown on the Main Map. If you're going to another district, you'll need streetcar fare to save shoe leather. The more you learn about the case, the further afield you'll be able to go.

Anatomy of an Investigation

FIELD MAP

It's easy to get lost in the crowd, but somewhere out there is information you need to know. If someone's stonewalling you, bring out your demons to get them to sing another tune. Even in crowds like these, you'll run into trouble, so don't get caught flatfooted.

Understanding the Field Map Screen



1. **Moon Phase** - For sizing up the man in the moon.
2. **Action Window** - Raidou's got an answer to every situation, and the solution to the task at hand will be shown here. If a demon's got something to contribute, it'll also show up in this window.
3. **Investigation Skill** - If you've brought along some extra muscle, your demon's Investigation Skill will be displayed.
4. **Investigation Menu** - Use the R1 button to examine your options in the Investigation Menu. (p. 16)
5. **Summoned demon** - The demon you've summoned, big as life and twice as nasty. If you're not controlling it directly, it'll stick to Raidou like glue.
6. **Enemy Appearance** - Ever get the feeling you're being watched? That's not just a feeling. Here's how close you are to mixing it up:
   Blue: Laugh it off. There's nothing nearby.
   Yellow → Orange → Red: The hotter the color, the closer the fight.
7. **Area Name** - The current beat you're patrolling.

The Moon and You

Always keep tabs on the phase of the moon as you go, 'cause it'll influence certain things during Raidou's investigation. Like real life, the moon will wax and wane from the New Moon (completely dark) to Full Moon (completely bright) and back again. Unlike real life, the moon's phase will stay on hold while you're duking it out.

PAY CAREFUL ATTENTION TO YOUR SURROUNDINGS

You never know what you'll find by walking around. If something catches your eye, search the area by pressing the ⊗ button. Apart from the obvious stuff listed below, keep your eyes peeled for shining spots on the ground. An extra pair of eyes might help you spot things you'd otherwise miss; just one more way a demon partner comes in handy.

Things to watch for

Some clues are more obvious than others. To make sure you don't miss anything important, check anything that looks suspicious.

Blue Crystal

Red Crystal

Shikimi no Kage

If Raidou's chasing a perp from the netherworld, he might find his path blocked by a Shikimi no Kage. Each one is vulnerable to only one type of attack, so if you don't have a demon capable of hitting its weak point, you should canvass the area until you confine one that does. When it comes to a Dragon's Jaw, though, all bets are off: no human can make it through one of these and live to tell about it.

SHAKING DOWN THE CAPITAL

All cases, big or small, can be solved the same way: asking around. Whether human or demon, everybody knows something, and it just might be something interesting. You'd be surprised what you can discover by using your demons' investigation skills in casual conversation.

Demon Detectives

Demons can do a lot more than just playing bad cop. Choose "Solo" from the Investigation Menu to send a demon out on his lonesome. If Raidou is blocked from getting somewhere, ask a demon to run a single-o play.

Anatomy of an Investigation

Investigation Menu

There are lots of ways for Raidou to make his presence known in the Capital. Using the R1 button to bring up the Investigation Menu will let you decide your next play.

Summon

Raidou can summon only one demon at a time. If you need a new partner in the field, choose Summon to see the demons he's confined. From there, use the directional buttons or the left analog stick to choose one, then press the ⊗ button to confirm. Summoned demons will stay close to Raidou at all times, but they won't come out at all if you don't have enough magnetite to grease their palms.

Return

Stuff the genie back in its bottle with this command. If you just want to summon a new demon, don't bother returning the one you've got: any demon already out will be returned to the tube automatically.

Solo

Take control of a demon while Raidou takes a powder. Demons can enter some areas that Raidou can't, but if you get into a scrap while going solo, there won't be any backup.

Investigation skills

Some situations call for a demon's touch. These come into play under specific conditions: sometimes they'll appear in the Action Window, sometimes in the Investigation Menu, and sometimes Raidou will have to request them by pressing the L1 button. Each demon brings something different to the table.

Detective Agency

Beat a hasty retreat to the Narumi Detective Agency. If it's too far to walk, streetcar fare will be charged automatically. Careful, though: in some circumstances you won't be able to make it back home.

MAP MENU

There'll be times when you not only don't know what's going on, you don't even know where you are. A quick gander at the map will fix that in a hurry: just press the △ button in the Field Map, or choose Map from the Main Menu. If you're indoors, you can see maps for all the different floors of the dive you're casing. Raidou's got his own shorthand, so here's a guide to what you'll see.

Map Controls	
left analog stick/directional buttons	Scroll around
R1 button	Show the next floor/area
L1 button	Show the previous floor/area

Legend

Raidou

Your current position.

Demon

Solo demon's current position.

Exit

Where you can make tracks.

Save Point

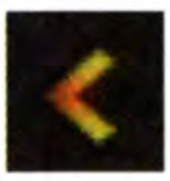
Places to save the game.

Up/Down

Move to another floor via stairs, ladder, etc.

Door

Entrances to other rooms.



Arrow

Indicates that the map can be scrolled.

Important Spot

Something noteworthy you'll need to remember for later.

Healing Point

Get Nakisawame's tender care here.

Special Wall

A Shikimi no Kage or Tainted Gate that takes special effort to pass.

Dragon's Jaw

A barrier that only demons can pass.

Camera

Shows which way the camera is facing back on the Field Map.

Main Menu

Don't get so wrapped up in the case that you forget to take care of yourself. The Main Menu gives you the lowdown on Raidou's current situation.

USING THE MAIN MENU

Open the Main Menu at any time with the ▣ button. Once it's open, you can use any of the seven basic commands, see the party's status at a glance, and more. If you don't have a head for stats, here's what all the numbers mean.

Guide to the Main Menu

1. **Commands** - The options available to you. (p. 19)
2. **MAG** - The amount of magnetite you've got left, compared with the maximum amount you can hold.
3. **Bullets equipped** - The type of round you've got in the chamber. The number indicates your current ammo's stopping power.
4. **Remaining ammo** - How many rounds Raidou has left, compared to what the gun can hold. If you buy magazines, it can hold up to 99 bullets at a time.
5. **Party Member** - The roster of who you've got in the tubes.
6. **Morale Icon** - Shows the power each demon's been brewing. (p. 22)
7. **HP** - Each party member's remaining life force.
8. **MP** - Each demon's remaining magic power. Raidou himself doesn't have any.
9. **LV** - Each character's experience level.
10. **Money** - The amount of money Raidou currently has on hand, measured in yen.

ABILITY

If you've got it, flaunt it. First select an Ability, then use the directional buttons/left analog stick to choose who to use it on. If a skill is grayed out, that's your first clue that you can't use it for the time being.

ITEM

Everything relating to things you'll find while on the case. There are three options available for items:

Use	Pretty straightforward. First select an item to use, then a character to use it on.
Reload	Change the type of round in Raidou's heater. The numbers indicates each type of ammo's relative stopping power compared to what's currently in the chamber.
Valuables	Evidence and other things you'll want to hang on to. These usually can't be used.

DEMON

If you don't keep your demons in line, then it's the law of the jungle. Here's a few ways to straighten 'em out.

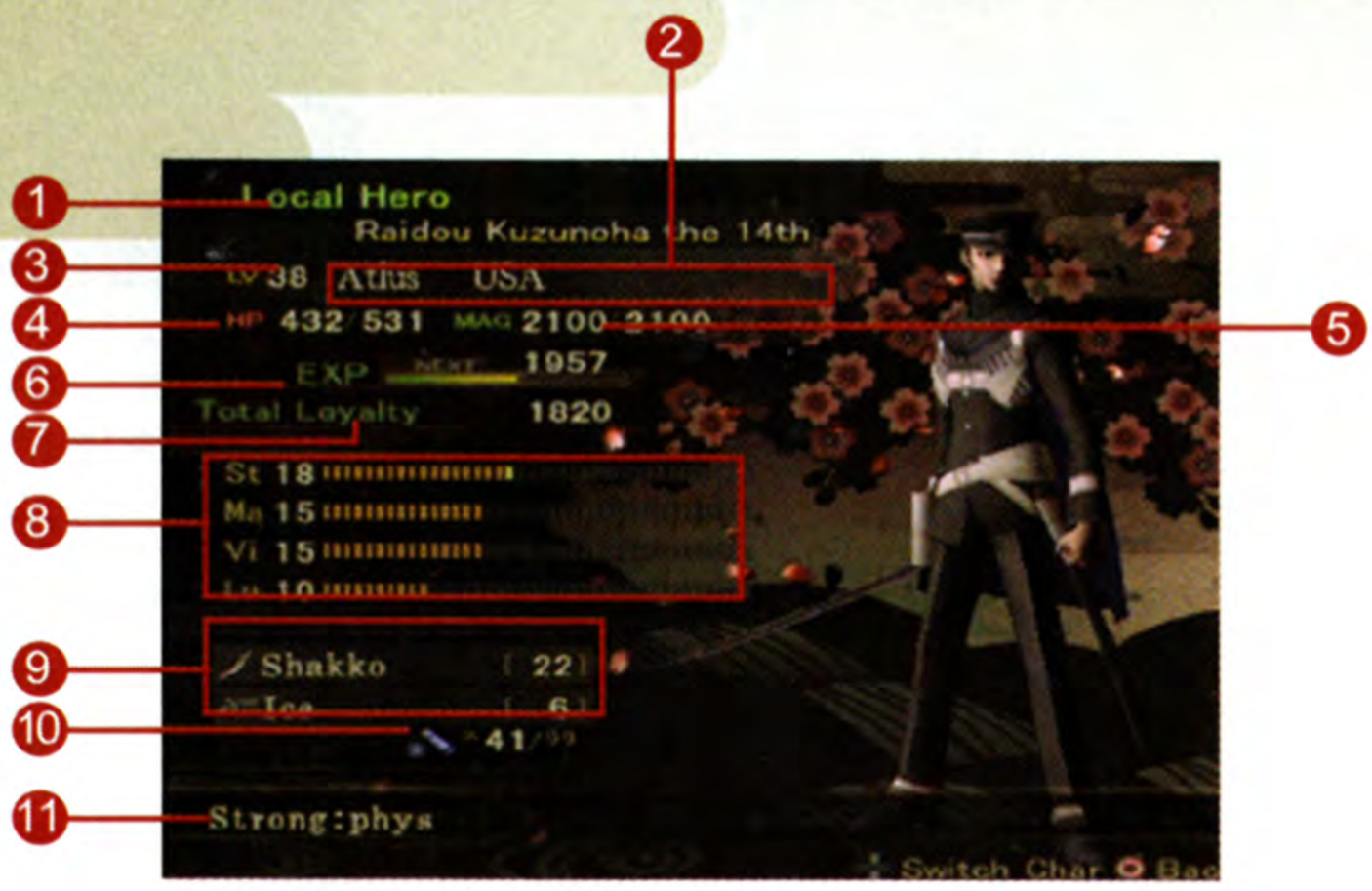
Auto Summon	Set which demon you want on your side when a fight breaks out, and it'll automatically be summoned at the beginning of battle.
Arrange	Rearrange demons to your heart's content. Select one demon, then another to swap their places in the list.
Release	If you don't want a demon hanging around anymore, cut it loose.
Status	View each character's vital statistics. (p. 20)
Map	If you're lost, get yourself oriented. (p. 17)
Vibration	Monkey with the vibration of the DUALSHOCK®2 analog controller. It's ON by default.
Load	Load a saved game. (p. 10)

Main Menu

CHARACTER STATUS

Get the details on Raidou and his demons' current states in the Status screen. With this, you can see who's itching for action and who's ready for retirement.

Guide to Raidou's Status



1. **Summoner Rank** - Shows Raidou's official rank as a Devil Summoner. (p. 21)
2. **Full Name** - The name Raidou was born with.
3. **Level** - Raidou's current experience level.
4. **HP** - How much life Raidou has left out of his maximum health.
5. **MAG** - How much magnetite Raidou has left out of the maximum he can hold.
6. **Experience** - How close Raidou is to hitting the next level.
7. **Total Loyalty** - The total amount of loyalty Raidou has earned from his demons.
8. **Statistics** - Shows Raidou's prowess in specific areas. (p. 21)
9. **Equipped Weapon** - The weapons Raidou is packing. The numbers indicate how strong his sword and gun are at the moment.
10. **Number of bullets** - How many rounds are left in Raidou's gun. Ordinarily, it holds no more than 24 bullets at a time, but magazines can increase the capacity up to 99.
11. **Affinity** - Shows things Raidou is strong or weak against.

STATISTICS EXPLAINED

If you're not clear on what each statistic means, here's a rundown of the four important points. You'll be able to choose which of these to boost each time you level up.

Strength	How hard you hit in a fight.
Magic	How well you can dish out and receive magic damage. For demons, this also affects maximum MP.
Vitality	Increases your physical defense, and affects your maximum HP.
Luck	Affects everything from critical hits to demon Fusion. (p. 32)

*For Raidou, higher "Magic" boosts his demons' statistics, as well as the power of Combination Skills.

LEVELING UP

You don't brawl as much as Raidou does without getting good at it. When you raise levels, you'll earn points which can be distributed between the aforementioned statistics. (Demon stat increases, on the other hand, happen automatically.) Choose a stat to boost with the directional buttons/left analog stick, then press the ⊗ button to confirm. If you're not happy with the way things are going, press the ◎ button to start over.

SUMMONER RANKINGS

Raidou starts off as a fresh–faced rookie Summoner, but as his demons increase in Loyalty, he can be promoted–and the higher ranks don't come without perks.

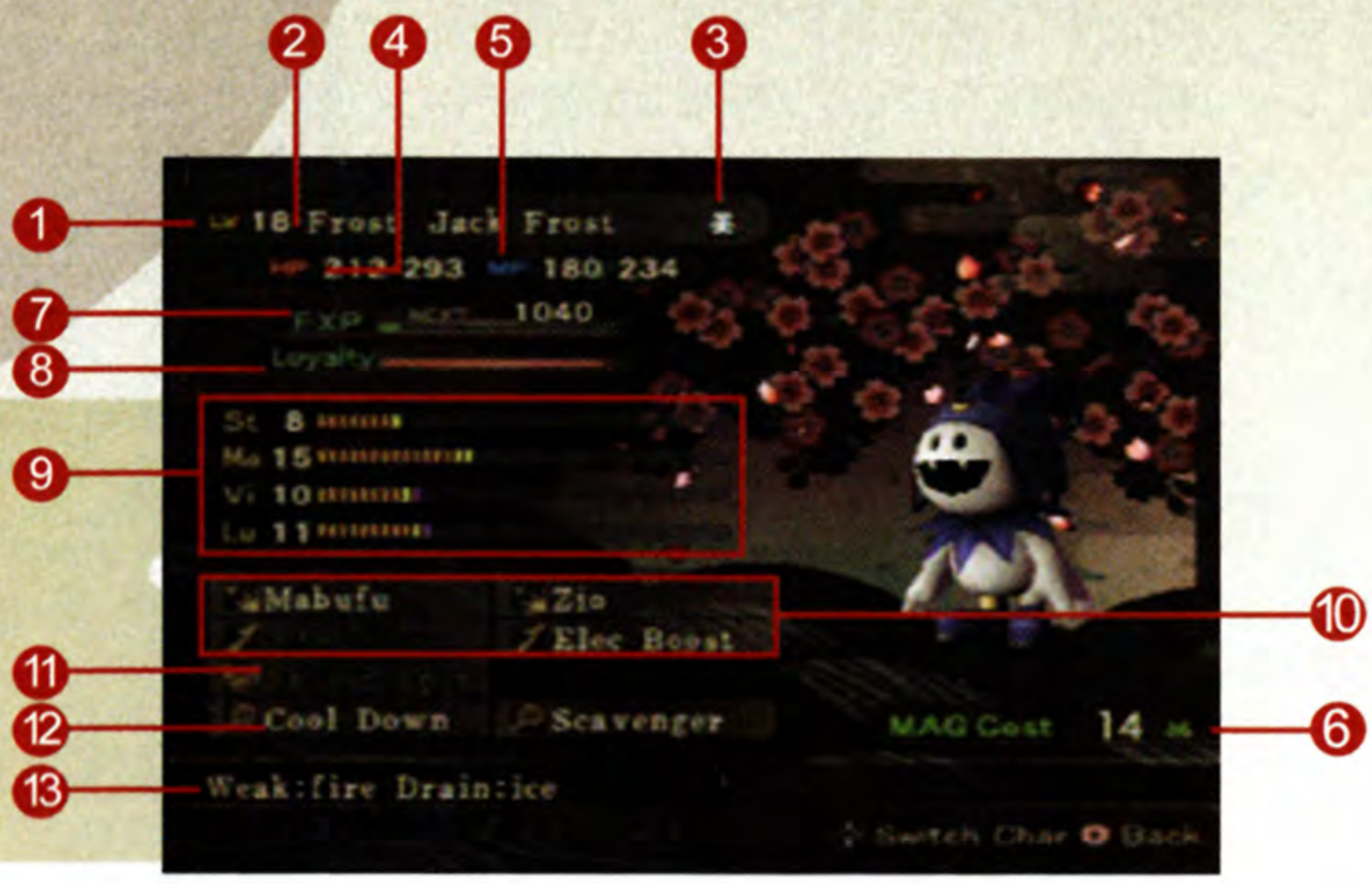
- Extra tubes mean Raidou can hold more demons at one time.
- Higher magnetite capacity means Raidou can have more MAG.

Chances for Promotion

It takes more than earning raw loyalty to win promotions. You've also got to make sure the Herald of Yatagarasu at the Nameless Shrine in Shinoda knows what you've been up to. When you've accumulated a fair amount of Total Loyalty, head over to Shinoda by streetcar and see if you can't swing a better ranking.

Main Menu

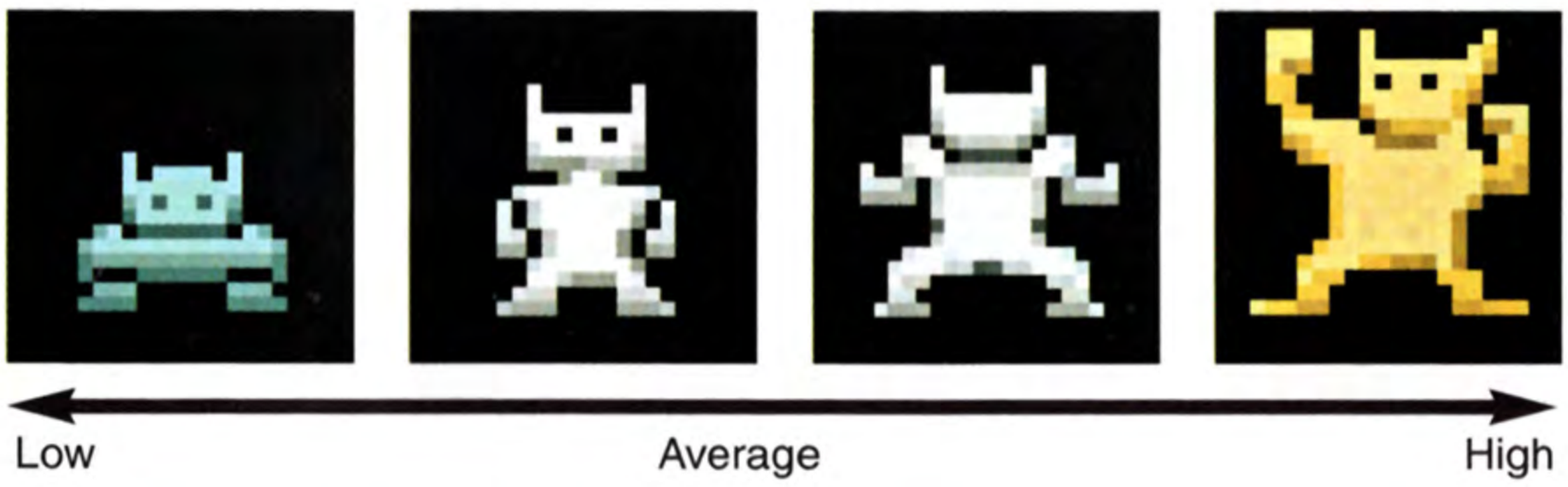
Guide to Demon Status



1. **Level** - The demon's current experience level.
2. **Order** - Shows the demon's Order. There are seven demon orders. (p. 32)
3. **Morale Icon** - Displays the demon's stored power.
4. **HP** - How much life the demon has compared to its maximum health.
5. **MP** - How much magic the demon has compared to its maximum power.
6. **MAG Consumption** - The amount of magnetite necessary to summon the demon.
7. **Experience** - How close the demon is to hitting the next level.
8. **Loyalty** - Shows how loyal the demon is to Raidou. Loyalty accumulates as you win battles.
9. **Statistics** - Shows the demon's prowess in specific areas. (p. 21)
10. **Skills** - View the demon's skills.
11. **Combination Skills** - The Combination Skills the demon has learned so far.
12. **Investigation Skills** - Tricks the demon can use while in the field.
13. **Affinity** - Shows the demon's affinities and weaknesses.

MORALE ICON

The Morale Icon represents your demon's level of tension. If the demon successfully hits the enemy, the tension rises–doubly so if it hits the enemy's weakness. If the demon gets smacked around, though, the tension will decrease–especially if the enemy hits 'em where it hurts. When the demon's tension is at its highest, you can use Combination Skills to put your enemies in a world of pain.



STATUS AILMENTS

Some enemies can get under your skin like the worst rash you've ever had. Here are a few symptoms and what you can do about 'em.

Dead

If your HP drops to 0, that's all she wrote. Demons can be revived later, but if Raidou kicks the bucket, it's curtains.

Seal

A demon hit by this curve will find himself back in the tube with no way out until after the battle.

Stone

This nasty bug turns your body to easily-chipped stone that could shatter in one hit. It'll heal on its own, so sit tight.

Charm

A kiss that stops Raidou in his tracks and sends his demons loopy for a while. You'll forget about it after battle.

Panic

Turns Raidou into a stumblebum with reversed controls, while demons behave unpredictably. It'll sort itself out.

Rage

Raidou will hit harder by half, but he can't take it as well as he dishes it out. This one won't last long.

Mute

Stops demons from using anything but their own two fists, and Raidou from confining anything. You'll need an item to get rid of it.

Poison

Twists your guts so that you'll take damage just standing there in battle, let alone walking around in the Field Map. Take an antidote or wait for the New Moon.

Sleep

HP and MP heal a little while you're counting sheep, but every hit you take will be a Critical. You'll eventually rise and shine on your own, but there's no wake-up call like an enemy pounding on your face.

Stun

If an enemy slaps a curse on you, you might find that you can't move for a while.

Burn

Third-degree burns mean you won't be going anywhere in a hurry.

Freeze

Freezing attacks can put you on ice until springtime.

Shock

A heavy shock could scramble your brains and prevent you from moving.

Impede

Just try getting anywhere against these gale-force winds.

Dizzy

Some enemies hit you so hard you'll be seeing stars.

Battle System

The enemies you're up against here ain't the dainty type to wait their turn, so you'll have to wade in with your fists.

Enemies will get the drop on you as you walk around the Field Map, and then it's on. Your demon can look after itself, so you've got to handle your end of the stick. Double-team the enemies to come out on top.

Guide to the Battlefield

1. **Moon Phase** - The current phase of the moon. It'll stay put during the battle.
2. **Raidou's HP** - Raidou's remaining health in handy visual form.
3. **Bullets loaded** - The type of round Raidou's got in the chamber. The number represents how many shots he's got left.
4. **MAG** - The amount of magnetite left.
5. **Demon's HP** - The summoned demon's remaining health at a glance.
6. **Demon's MP** - The amount of magic power the summoned demon has left.
7. **Morale Icon** - Represents the demon's tension.
8. **Enemy name** - Shows the name and type of the last demon you smacked.
9. **Enemy's HP** - Shows how much fight the enemy's got left in him or her.
10. **Demon** - The demon fighting alongside Raidou.
11. **Message Window** - Lets you know what your partner's gabbing about.

HITTING THEM WHERE IT HURTS

Every demon, friend and foe, has its Achilles heel. The smart play is to use elemental bullets and demons to counter the enemy's weak spot and make him wish he'd thought twice before tangling with you. Bringing out the elemental attacks will produce one of the following four results, so say a prayer to Lady Luck.

Elemental Types

• Physical	• Gun	• Fire
• Ice	• Electric	• Force
• Death	• Mind	• Almighty

Weakness	Enemies hit in their weak spots are like deer in your headlights. It's the perfect time to waltz in and book 'em with the Art of Confinement.
Immune	If the enemy's the same type as your attack, all it'll get you is a sneer and a shrug.
Absorb	Sometimes, that which doesn't kill the enemy really will make him stronger. The last thing you want to see in a fight.
Critical	If Confining isn't your style, then kicking an enemy when he's down is the next best thing. It'll do more damage than a thug has alibis.

STOPPING A FIGHT

The best way you can end a scrap is with the enemies lying at your feet. Once you've licked them, the Result screen appears to show you how much Experience you gained. If things aren't going your way, you can hotfoot it out of there, but turning tail won't get you any Experience.

Raising Levels

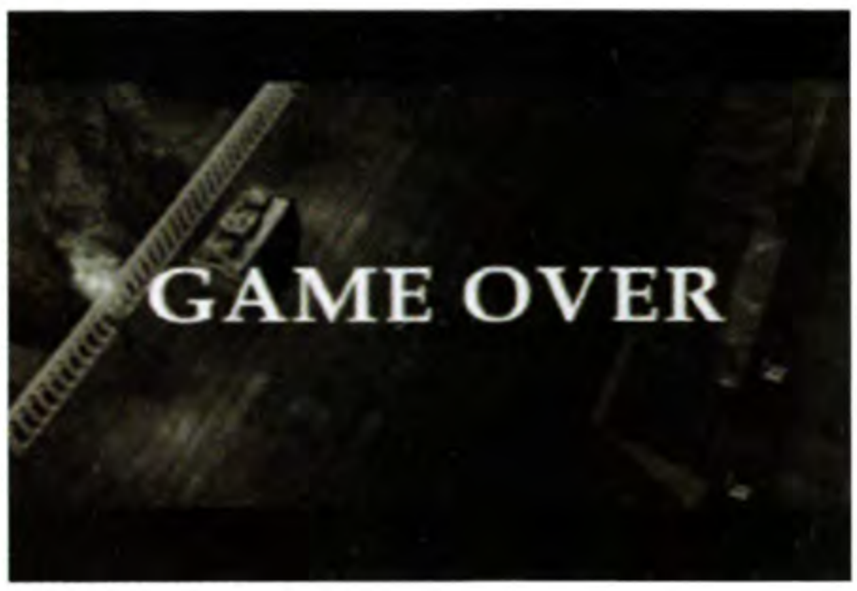
Raidou and any muscle he brings along will earn Experience after a good fight. Once you've got enough of the stuff, you'll level up and earn points to boost your statistics. Demons level up just like any regular joe, but their stat boosts are assigned at random.

Learning Skills

After leveling up, your demons learn Combination Skills so they can gang up on enemies with Raidou. Level 'em up again, and they'll earn Auto-Effect Skills.

Game Over

Want a one-way ticket to the big nowhere? Let Raidou's HP hit goose egg, and say bye-bye to the Capital.



Battle System

SMOOTH MOVES

Most of the time, Raidou will be your main man in a fight. He may not be able to use magic, but his sword is sharp as a schoolmarm's tongue and he can plug a demon faster than you can say Jack Robinson.

Combo Slash (● button)

Press the ● button to slash straight forward. Get the timing down, and you can land up to three hits in one combo.

Tiger Thrust (left Analog Stick + ● button)

Press the ● button right after tapping the direction of the thrust with the directional buttons/left analog stick. It only hits once, but the sucker on the receiving end will know he's been skewered.

Dragon Cyclone (Hold down ● button → Release)

Feeling boxed in? Play it cool while holding the ● button, then remind them you're a Kuzunoha by releasing it to do a spinning attack that'll hit everything nearby. Raidou can still move slowly while he's charging up the hurt.

Gun Attack (▲ button)

As long as there's a round in the chamber, Raidou can bullseye a flea from 50 yards. Press the ▲ button once to fire a three-round volley that'll be more or less effective depending on what kind of ammo he's packing. The sting of a live slug will give any enemy momentary pause.

Block (⊗ button)

If there's something coming your way and no time to dodge, press the ⊗ button to block it with your sword. Works like a charm on both physical and magic attacks, but Raidou can't block and move at the same time.

Combination Skill (▣ + ⊗ button)

We've already gone over tension once (p. 22), so here's the fun part. Once the Morale Gauge is filled to the brim, you can hit 'em with a full-force Combination Skill.

Art of Confinement (◉ button at the opportune moment)

Stuffing a demon into a tube is just Raidou's way of saying "hello." Once you've stunned an enemy by hitting its weak spot, press the ◉ button while standing next to it to begin the Art of Confinement. For the full scoop, see page 30.

Call the demon (Hold L1 button)

If a demon keeps running into the enemy's fists, hold down the L1 button to force him to stick close to Raidou.

MOVES FOR CONTROLLING DEMONS

If a demon gets into combat while out on a Solo patrol, it can still hold its own. When that happens, you control the demon directly. The moves are a little different, so pay attention, and mind the special controls shown on the bottom left of the screen.

Basic Demon Controls

left analog stick/directional buttons	Move
▣ button	Normal attack
⊗ button	Block
△ button or ◉ button	Demon's skills

Battle System

BATTLE COMMANDS

Not everything in battle requires fast reflexes. Tap the R1 button to access the Battle Menu for those things that beg for a little bit of breathing room. The action will be on hold as long as you're in the menu, so take your sweet time choosing a command. Whether you select something or change your mind by pressing the ◉ button, you'll pick up right in the middle of the fray.

Battle Commands

- Command
- Item
- Summon
- Reload
- Analyze
- Return
- Escape

Command

Give your demon its marching orders with the commands in this menu. Normally, the demon will use its best judgment, but if you've got a specific play in mind, make sure your demon knows the score. Once the dust has settled, the demon will be left to its own devices when the next scrap begins.

Listen to my orders	For when precision counts, this lets you choose an exact skill to use on an exact target.
Use physical attacks	The demon will cut loose with its best physical attacks until it's out of MP.
Use magic attacks	The demon will serve up nothing but magic skills until it's out of MP.
Heal/Support me	The demon will be Raidou's personal nursemaid until it's out of MP.
Don't waste MP	The demon will save the fancy stuff for later and use only attacks that don't cost any MP.
I leave it to you	Lets the demon's mood carry it, for when you don't have anything in mind.

Summon

What a Devil Summoner does best. The amount of magnetite you'll need to conjure a demon depends on which demon you're calling, as well as Raidou's Magic stat. No magnetite, no demon. If you're already working with a partner, it'll return to its tube before the new guy comes out.

Return

Sideline your demon by returning it to its tube. Obviously not an option if you don't have a demon summoned in the first place.

Reload

Change the type of ammo in Raidou's piece. Choose the rounds to load with the directional buttons/left analog stick, then press the ⊗ button to slide them into the chamber.

Item

If you need to use an item to turn things around, select one from the list with the directional buttons/left analog stick, and ⊗ button to confirm. Once that's settled, choose a target and let the item work its magic.

Escape

Sometimes you're just plain outclassed, and the best idea is to beat it. If that's what you need to do, the escape meter will appear, and a successful getaway depends on you charging it up before time runs out. The stronger the enemy, the less time you'll have, so you'll have to be fast with your fingers. If you change your mind while an Escape is in progress, go back to the menu to choose Cancel Escape to soldier on.

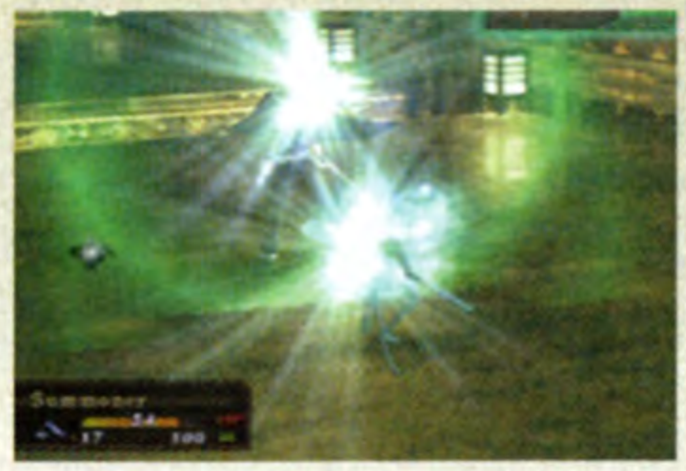
Analyze

Spend 10 points of MAG to get a fix on the enemy with the Mystic Eye. All the juicy details like level, HP, MP, skills, weakness, and so on will be yours for the taking. On the other hand, if you haven't already discovered its weakness in combat, it won't appear here no matter how hard you look.

Battle System

THE FINE ART OF CONFINEMENT

A Devil Summoner's Art of Confinement is the surefire way to turn the most vicious demon into an ally. Confined demons are shuttered inside Raidou's tubes, which means he can't hold more demons than he's got tubes to put them in. If you're feeling cramped by the number of tubes you're packing, try raising your Devil Summoner rank. (p. 21)



STEP 1 Discover the demon's weakness

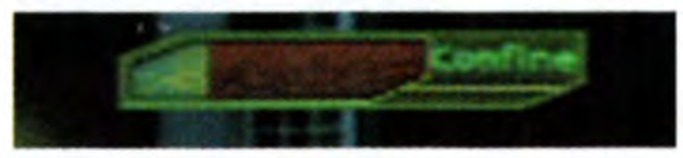
To get the opening you need to confine a demon, you've got to knock it silly first by nailing its weakness. To find the best angle, use Analyze to see the demon's Order.

STEP 2 Attack its weakness

Once you've got the dirt on a demon, you can hit it directly where it hurts. Use either your demon's skills or Raidou's special bullets.

STEP 3 Sap the Confine Gauge

A demon that's been struck in its weak point will be glued to the spot for a moment. There's your opening: run up and jam on the ◉ button to reduce its Confine Gauge down to nothing. Effort like that takes magnetite, so mind you don't run out just before you've got the demon right where you want him.



STEP 4 Capture the demon in a tube

If you wear down the demon's will all the way, then you've got it in the bag. The weaker the demon is when you start, the better your chance of confining it.

Failure to Confine

The Art of Confinement won't work on a demon with a higher level than Raidou, and you can't carry around two of the same demon at once. Sometimes even the phase of the moon will get in the way of a successful confining.

INVESTIGATION SKILLS AND LOYALTY

Raidou's case will hit a brick wall without help from his demons. Here's how to keep your buddies sweet on you so they play ball when you need them most.

INCREASING LOYALTY

Everyone likes to win, and demons are no exception: a demon who helps put another notch on Raidou's battle belt will become a little more loyal as a result. Only a demon who's completely devoted to Raidou will allow itself to be fused at the Gouma-Den. (p. 32)

INVESTIGATION SKILLS

Some demons have investigation skills that go beyond what they teach you in officer's training school. These abilities depend on a demon's Order and individual style, so a little foreknowledge will go a long way when you're choosing who to recruit.

Order-related investigation skills

Ignite	Pyro-order ability used to set the target's passions aflame.
Cool Down	Frost-order ability used to cool down a hothead.
Inspect	Volt-order ability used to shine a light into dark spots.
Scout	Wind-order ability to scope out nearby treasure and demons.
Use Force	Fury-order ability to apply good old brute strength.
Demonstrate	Skill-order ability that's as unpredictable as a frisky dame.
Read Mind	Pagan-order ability to read a target's mind.

Demon-related investigation skills

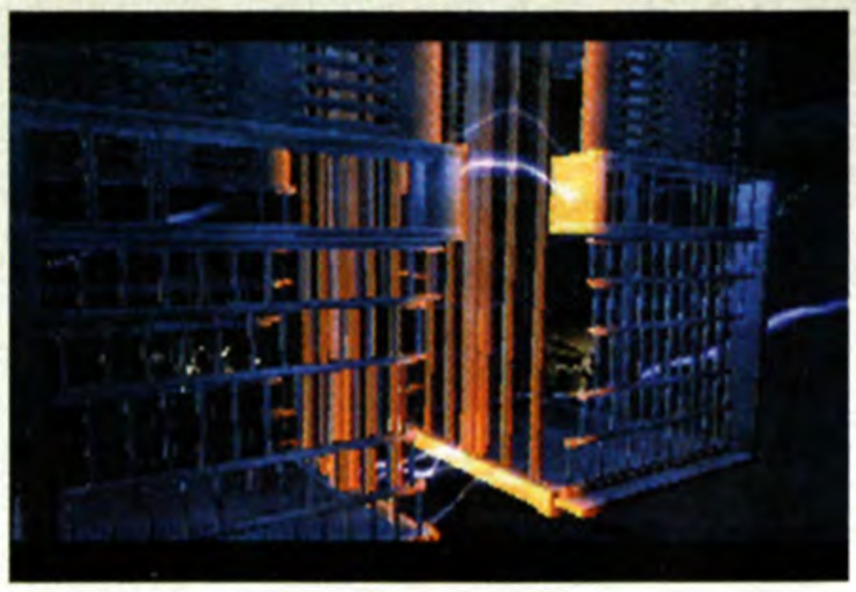
Fly	Winged demons can enter areas where the ground-bound fear to tread.
Sneak	Small demons can squeeze themselves into tight spaces.
Allure	A rare skill that unleashes a demon's wiles on a target.
Loose Change	Lets a demon hoover up the dough it finds walking around.
Scavenger	A demon with this skill picks up whatever's not nailed down.
Provoke	Gets every enemy in a ten-mile radius spoiling for a fight.
Intimidate	The enemy won't be so quick to get in your face after this.

Fusing Demons

Raidou has powerful allies, but they can become even stronger through Fusion.

BINARY FUSION

The main type of Fusion at Gouma-Den (p. 37) is Binary Fusion, which lets you jam two demons together to create a stronger one. Only demons with maximum Loyalty will let you use them in Victor's strange-o experiments. If the mad doctor's symbols seem confusing, press the ■ button to get up to speed.



Fusion Chart Guide

1. **Raidou's level** - Raidou's current experience level.
2. **Order** - Each demon's elemental type.
3. **Loyalty** - Each demon's Loyalty to Raidou.
4. **Demon levels** - Each demon's current experience level.
5. **Result Icon** - The expected outcome of each Fusion.

Demon Order Attributes

Pyro order	Demons that specialize in Fire attacks.
Frost order	Demons that specialize in Ice attacks.
Volt order	Demons that specialize in Electric attacks.
Wind order	Demons that specialize in Force attacks.
Fury order	Demons that specialize in Physical attacks.
Skill order	Demons that can use any kind of attack.
Pagan order	Demons that specialize in Death attacks.

FUSION RESULTS

In a Binary Fusion, there are four ways things can shake out: Normal Fusions, Identical Fusions, Unstable Fusions, and Inverted Fusions. Demon fusion accidents are one kind you can't get double indemnity coverage on, and the result could be the sweetest little demon you ever saw or something out of a booze-soaked nightmare.

Normal Fusion	Normal demons make normal fusions, for folks who don't like to play the odds. Two orders of demon going in leads to a third order coming out.
Identical Fusion	Put in two of the same order, and you'll end up holding either a Skill or Pagan-order demon.
Unstable Fusion	If you use a Skill-order demon, it's a risky proposition which demon will come out on the other side.
Inverted Fusion	When you use a Pagan-order demon to fuse, it's a toss-up what skills the resulting demon will inherit.

OTHER WAYS OF FUSION

"Binary" ain't all Victor can do, not by a long shot. Here are a couple other methods he's whipped up special.

Sacrifice	Life's not fair, and no one knows that better than the demons that have to die just to make another demon stronger. Using Sacrifice, you can snuff one of your demons to transplant some of its abilities to another one. The demon doesn't have to be particularly loyal to get the axe, so no love lost there... but it's still a raw deal.
Forge	Victor can't make your sword sharper, but that doesn't mean he can't make it deadlier. By fusing a demon to Raidou's sword, it can power up — fuse the right demon, and Raidou himself might even get a little pick-me-up.

Raidou's Haunts

Detective work takes you to a lot of establishments, some on the up-and-up, some a little shadier. Here's a few of the joints you'll be frequenting.

GOING DOOR-TO-DOOR

The Capital plays host to all manner of dives, from high-class watering holes to low-rent junk shops. Some of the most important business goes on behind closed doors, so learn well the ins and outs of the Capital's real estate or you'll be left out in the cold.

NAMELESS SHRINE » SHINODA

A sketchy shrine with no name in the heart of the mountains. Ring the bell out front to chew the fat with Raidou's real boss, the Herald of Yatagarasu. You don't have to report back to her all the time, it's just the polite thing to do.

Summoner Rank

When Raidou's got more Total Loyalty from his flunkies, hit up the Herald to see if she'll boost his Summoner Rank.

Ritual of Entry

Once the Dark Realm is open for business, the Herald of Yatagarasu is the one to talk to about getting in. Only she's got the insider knowledge to perform the ritual of entry and send you to the Dark Realm–question is, do you really want to be there?

NARUMI DETECTIVE AGENCY » YARAI-KU, TSUKUDO-CHO

Raidou's day job. You can gab with Narumi, read the case files, or save your game here. Whether you're up against a brick wall or you've just made a breakthrough, it's a good idea to fill Narumi in. You can always zip back by choosing "Detective Agency" from the Investigation Menu.

Talk

Shoot the breeze with your boss and anyone else who wanders in.

Check In

Record your headway in the case thus far. (p. 10)

Case Files

If you're fuzzy on the details of what's happened so far, you can read up on your exploits during past episodes.

SHIN-SEKAI SODA JOINT » CHUJOU-KU

A dive that's more than meets the eye: the regulars here know the Capital inside and out – a rookie Devil Summoner can get hip fast by listening to these guys. If you're not in a talkative mood, you can nurse a drink or exchange demons for magnetite. Once the owner starts to know your face, he'll serve up some of his best stuff and give you a sweet deal on magnetite exchanges.

MAG Exchange

The stronger the demon you give, the more magnetite you get in return.

Order a Soda

Bottoms up, kid. Raidou's stats get a lift for a while with Shin-Sekai's fizzy water.

Talk

Talk to the owner or any of the habitués to learn the ropes of Devil Summoning.

Newspaper

It's amazing, the stuff you can learn by reading.

KONNOU-YA » YARAI-KU, TSUKUDO-CHO

Konnou-Ya is the antique shop near Narumi's place, which does a handy little sideline in ammunition. The prices may seem high, but if you shoot enough business the owner's way, he might bend the rules a little for you, maybe even selling you the stuff he doesn't show squarejohns. The basement plays host to Victor's Gouma-Den.

Buy

Act casually with "Buy items," or live dangerously with "Buy ammo." After choosing which stock you'll peruse with the ⊗ button, use the directional buttons/left analog stick to choose how many you want. Don't be a stranger, because the owner gets new stock in from time to time.

Sell

Hock your items for cold, hard cash. Choose something to sell with the ⊗ button, then use the directional buttons/left analog stick to decide how many you'll part with.

Talk

The owner of Konnou-Ya isn't the friendly type, but he might kick loose some juicy info now and then.

Gouma-Den

Pay a visit to Victor's Gouma-Den down in the basement. All sorts of things go on down there, and most are best kept mum from the owner.

SAVE POINT

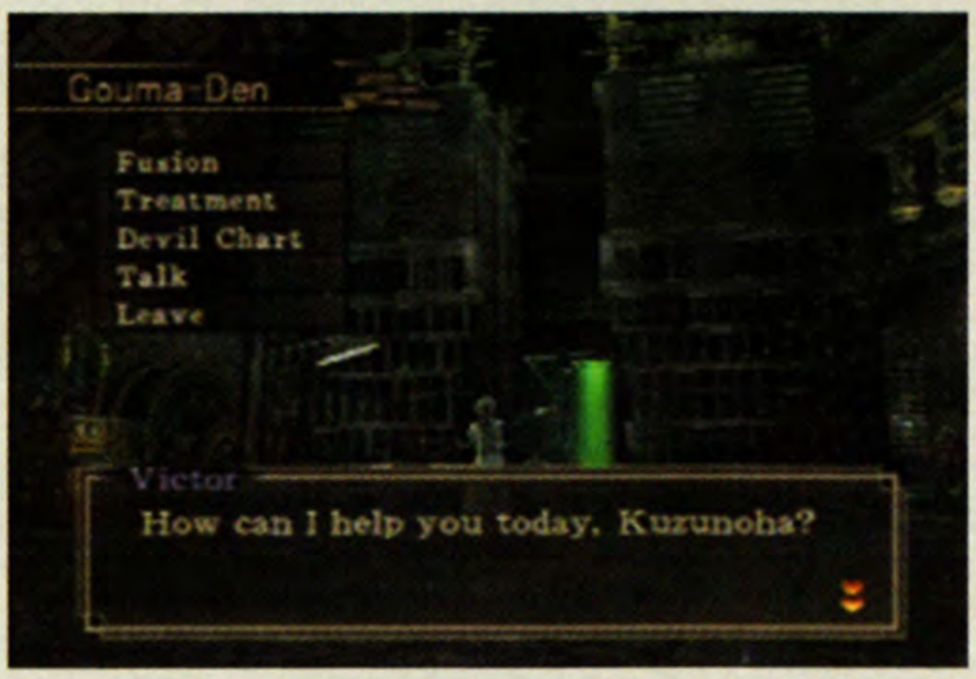
Saving often is the best insurance policy against toughs. See page 10 for advice on saving.

NAKISAWAME

The rare demon that'd rather fix you up than tear you a new one, Nakisawame hangs out in the Dark Realm.

GOUMA-DEN

Gouma-Den is Dr. Victor's home sweet home beneath Konnou-Ya. He'll help Raidou fuse demons, view the demon chart, treat his wounds, and generally be helpful. When he's not doing that, science marches on; every so often, he'll come up with a new type of fusion for you.



Fusion

If you want stronger demons without getting your hands dirty, fusion is the way to go. All the skinny is in black and white on page 32, so educate yourself there. The rough gist of it:

Binary	Fuse two demons together to create a new one.
Sacrifice	Transfer one demon's power over to another.
Forge	Infuse Raidou's sword with a demon's powers. Some demons are strong enough to affect Raidou himself in the bargain.

Treatment

For a little scratch, Victor will heal a character's HP, MP, and status ailments. Pick a wounded character and confirm with the ⊗ button.

Talk

Get a fusion lesson from Victor or just make small talk. Here's where you can learn the basics of demon fusion, the Demon Chart, and Victor's other activities.

Devil Chart

Demons are automatically registered on the chart once they're confined or born, but there are two ways you can take matters into your own hands.

1. Register

Any demon you've already got will already be there, but by doing it yourself, you can register the demon's current details.

2. View

Check the chart for yourself. For a small fee, Victor can conjure a demon with the exact stats as the ones registered there.

Items and Skills

The more you know about yourself and what you've got on you, the smoother the case will go for everyone... except the guys on the other side.

CONSUMABLE ITEMS

Maybe you'll find 'em in treasure boxes, and maybe you'll lay out some coin for 'em at Konnou-Ya. The important thing isn't how you got it, it's what you do with it.

Healing Items

Item Name	Effect
Medicine	Restores 75 HP to one ally.
Ox Bezoar	Restores 250 HP to one ally.
Life Stone	Restores a medium amount of HP to one ally.
Muscle Drink	Restores a large amount of HP to one ally. Can cause side effects.
Bead	Restores full HP to one ally.
Bead of Life	Restores full HP to all allies.
Chakra Chip	Restores a small amount of MP to one demon.
Chakra Drop	Restores a medium amount of MP to one demon.
Chakra Pot	Restores full MP to one demon.
Great Chakra	Restores full MP to all demons.
Soma Drop	Restores full HP and MP to one ally.
Soma	Restores full HP and MP to all allies.
Anti-Poison	Cures poison for one ally.
Anti-Mute	Cures mute for one ally.
Anti-Stone	Cures stone for one ally.
Anti-Mind	Cures sleep, panic, charm and rage for one ally.
Jin Dan	Revives a demon with a small amount of HP.
Balm of Life	Revives a demon with full HP.

Bullets

Name	Effect
Normal Bullet	Standard bullets with a Gun attribute.
Fire Bullet	Bullets with a Fire attribute. Stuns demons that are weak to Fire.
Ice Bullet	Bullets with an Ice attribute. Stuns demons that are weak to Ice.
Elec. Bullet	Bullets with an Electric attribute. Stuns demons that are weak to Electricity.
Force Bullet	Bullets with a Force attribute. Stuns demons that are weak to Force.
Curse Bullet	Bullets with a Curse attribute. Stuns demons that are weak to Curse.
Sleep Bullet	Bullets with a Sleep attribute. Stuns demons that are weak to Sleep.

Magazines

Name	Effect
Normal Clip	Allows you to carry more Normal Bullets.
Fire Clip	Allows you to carry more Fire Bullets.
Ice Clip	Allows you to carry more Ice Bullets.
Elec Clip	Allows you to carry more Electric Bullets.
Force Clip	Allows you to carry more Force Bullets.
Curse Clip	Allows you to carry more Curse Bullets.
Sleep Clip	Allows you to carry more Sleep Bullets.

Miscellaneous

Name	Effect
Wooden Ornament	An antique that can be sold at Konnou-Ya.
Asuka Mirror	An antique that can be sold at Konnou-Ya.
Rakuyou Chalice	An antique that can be sold at Konnou-Ya.
Attract Water	Increases the enemy encounter rate.
Repulse Water	Decreases the enemy encounter rate.
Valhalla Soda	Temporarily increases Raidou's Strength by 3 points.
Magical Soda	Temporarily increases Raidou's Magic by 3 points.
Muscle Soda	Temporarily increases Raidou's Vitality by 3 points.
Miracle Soda	Temporarily increases Raidou's Luck by 3 points.
Doctor Soda	Restores 30% of Raidou's HP.
Dragon Soda	Temporarily increases Raidou's Strength and Vitality each by 3 points.
Mandra Soda	Temporarily increases Raidou's Magic and Luck each by 3 points.

Items and Skills

DEMON SKILLS

Raidou gets by with just a blade and a gun, but demons tend to be a little more creative than that. They've got a plethora of Skills that can do damage, heal wounds, or otherwise give your team an edge. Here's a sample of what they can do:

Attack Skills

Skill Name	MP	Effect
Agi	3	Small Fire damage to a single enemy; may Burn.
Agidyne	7	Large Fire damage to single enemy and its surroundings; may Burn.
Maragi	4	Medium Fire damage in a medium area around user; may Burn.
Maragidyne	8	Large Fire damage in a large area around the user; may Burn.
Bufu	3	Small Ice damage to a single enemy; may Freeze.
Bufudyne	7	Large Ice damage to a single enemy and its surroundings; may Freeze.
Mabufu	4	Medium Ice damage in a medium area around the user; may Freeze.
Mabufudyne	8	Large Ice damage in a large area around the user; may Freeze.
Zio	3	Small Electric damage to a single enemy; may Shock.
Ziodyne	7	Large Electric damage to a single enemy and its surroundings; may Shock.
Mazio	4	Medium Electric damage in a medium area around the user; may Shock.
Maziodyne	8	Large Electric damage in large area around the user; may Shock.
Zan	3	Small Force damage to a single enemy; may Impede.
Zandyne	7	Large Force damage to a single enemy and its surroundings; may Impede.
Mazan	4	Medium Force damage in a medium area around the user; may Impede.
Mazandyne	8	Large Force damage in a large area around the user; may Impede.
Mudo	3	Death damage halves a single enemy's HP; may Stun.
Mamudo	6	Death damage halves enemy HP in a medium area around the user; may Stun.

Mind Skills

Skill Name	MP	Effect
Marin Karin	4	Small Mind damage in a medium area around the user; may Charm.
Dormina	5	Small Mind damage in a medium area around the user; may Sleep.
Pulinpa	3	Small Mind damage to a single enemy; may Panic.
Makajam	4	Small Mind damage to a single enemy; may Mute.
Petra	5	Small Mind damage to a single enemy; may Stone.

Heal Skills

Skill Name	MP	Effect
Dia	3	Restores a small amount of HP to one ally.
Diarama	5	Restores a medium amount of HP to one ally.
Diarahan	8	Restores a large amount of HP to one ally.
Media	6	Restores a small amount of HP to all allies.
Patra	3	Cures one ally's status ailments.
Dia Aura	5	Gradually restores one ally's HP until it runs out.
Recarm	8	Revives one ally with a small amount of HP.
Samrecarm	10	Revives one ally with full HP.

Assist Skills

Skill Name	MP	Effect
Tarukaja	6	Raise all allies' physical attack for the duration of the battle.
Makakaja	6	Raise all allies' magical attack for the duration of the battle.
Rakukaja	6	Raise all allies' defense for the duration of the battle.
Makara Aura	8	Raise all allies' magical defense temporarily.
Tetra Aura	8	Raise all allies' physical defense temporarily.

Offensive Combination Skills

Skill Name	MP	Effect
Fiery Spiral	–	Stronger, Fire-elemental Dragon Cyclone.
Frigid Spin	–	Stronger, Ice-elemental Dragon Cyclone.
Voltaic Ring	–	Stronger, Electric-elemental Dragon Cyclone.
Gale Slash	–	Stronger, Force-elemental Dragon Cyclone.
Vile Storm	–	Stronger, Death-elemental Dragon Cyclone.

Defensive Combination Skills

Skill Name	MP	Effect
Null Fire	–	Party becomes temporarily immune to Fire attacks.
Null Ice	–	Party becomes temporarily immune to Ice attacks.
Null Elec	–	Party becomes temporarily immune to Electric attacks.
Null Force	–	Party becomes temporarily immune to Force attacks.
Null Phys	–	Party becomes temporarily immune to Physical attacks.
Null Death	–	Party becomes temporarily immune to Death attacks.
Null Mind	–	Party becomes temporarily immune to Mind attacks.

Auto Effect Skills

Skill Name	MP	Effect
Endure	–	Rise once per battle with 1 HP when HP reaches 0.
Money Find	–	Earn more yen after battle.
Item Find	–	Increases the chances of earning items after battle.
Quick Study	–	Increases Experience earned after battle.
Devotion	–	Increases Loyalty earned after battle.
Life Bonus	–	Raises demon's max HP by 10%.
Life Gain	–	Raises demon's max HP by 20%.
Mana Bonus	–	Raises demon's max MP by 10%.
Mana Gain	–	Raises demon's max MP by 20%.
Fire Boost	–	Increases demon's Fire attack damage.
Ice Boost	–	Increases demon's Ice attack damage.
Elec Boost	–	Increases demon's Electric attack damage.
Force Boost	–	Increases demon's Force attack damage.
Heal Boost	–	Increases recovery of demon's Heal skills.

Demon Fusion Chart

There're more laws about fusing demons than there are in the Capital's penal code. Here's a crash course in the basics.

DEMON ORDER AND FUSION RESULTS

The order of a fusion result depends on the orders of the two demons you use to kick off the whole shebang. The basic chart below won't steer you wrong in your hunt for the perfect demon... unless there's an accident. Take the first demon's order, follow it until you reach the row or column of the second demon, and there you have it: the new demon's order.

FUSION CHART

Order	Pyro	Frost	Volt	Wind	Fury		Pagan	Skill
Pyro	Skill	Wind	Fury	Volt	Wind		Frost	?
Frost	Wind	Pagan	Fury	Pyro	Volt		Fury	?
Volt	Fury	Fury	Pagan	Frost	Frost		Pyro	?
Wind	Volt	Pyro	Frost	Skill	Pyro		Volt	?
Fury	Wind	Volt	Frost	Pyro	Skill		Wind	?
Pagan	Frost	Fury	Pyro	Volt	Wind		Skill	?
Skill	?	?	?	?	?		?	Pagan

In an exclusive interview with the boy, we learned a few things about his dangerous profession and the risks he goes through to keep each

RAIDOU KUZUNOHA

and every one of us safe. Nearly every day, the youngster sees combat against demonic foes that would cause a normal man to run screaming–how does he do it? Smart planning is the key, according to Kuzunoha. Every monster has a weakness that can combatant, "it's also a good opportunity to confine it to one of my tubes." It's a contest of wills between our indomitable ingénue and the dazed demon, so young Kuzunoha prefers to weaken it first with a few well-placed slashes of his swift sword. Would-be heroes take heed: Kuzunoha's painful experience can tell you that most demons will overpower even the gutsiest gladiator under the full moon. Our brave boy works by day at the Narumi Detective Agency, where his demons form a most unusual support staff. "I couldn't solve cases without them," says Kuzunoha, who then explained how he'd often use them to interrogate informants and access aloof alleyways.

Continued on A3

under the light of the full moon, and ran across the dreaded Oshichi! The moon's light was driving the macabre maiden mad, and she couldn't be dealt with under any circumstance. Turning to flee, our cringing correspondent found himself in a forest building advertised only as the Nameless Shrine, where a hooded woman banished the beast with a rite called the Ritual of Entry. Could this be a gateway to the mysterious Dark Realm your reliable reporter has read rumors about? Keep reading, fright fans!

ITEM! It's Gruesome Gossip's turn to strike back at a scurrilous claim from one puerile prankster! Reader T.K. wrote in last week boasting of a bloodline binding him to the bygone Kuzunoha clan, but after fastidious follow-up findings on our part, we've determined the whole matter to be a humdrum hoax! Not only didn't our alleged Kuzunoha know the first thing about Yatagarasu, the ancient organization that watches over all of Japan–really, darlings!–but he couldn't even correctly identify Gouto-douji, the name given to cursed criminals within the Kuzunoha Clan! So much for that supposed superhero!

ITEM! Sightings of the Red Cape are on the rise! This one really lives up to our "Gruesome" name, so not a word to the kiddies! We've heard all sorts of bad business about this one, but the most common complaint is that the Army's Special Guard has patterned their uniforms after the beastie! Molding themselves after such a vicious villain–could it set military-civilian relations to an all-time low? We'll dig deeper for an exciting expose next week.

The Capital Daily

September 2 | Taisho 20 Edition

CAPITAL UNDER SUPERNATURAL SEIGE?

Exclusive Interview With Japan's Boy Protector

with Kichou Asakura

Mr. and Mrs. Capital and their precious children owe the lives they lead to many things: our democratic government, our vibrant culture, and lots more. But there's one thing they might not know they should be thanking their ancestors for every night: young Raidou Kuzunoha, the Capital's own Devil Summoner.

be exploited with either his special bullets or the magic attacks of the demons he can summon. Once his foe has been knocked for a loop, our secret savior can rush in and clean its clock with a well-placed slash.

"If I don't have any demons like that," says the Capital's cunning

Gruesome Gossip

with Katsutoshi Tae

ITEM! The word going around the Capital underworld circa Taishō 20 is all about Devil Summoners, a cadre of cryptic customers who call and control curious creatures. In exchange for the mysterious mineral Magnetite, these devious demons are directed to dally here–totally unseen by upstanding eyes!

ITEM! Resolute reader R.Y. reports a spooktacular shrine out Shinoda way. It seems he was taking a stroll

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